

October 4, 2006 2nd Annual NYS Cyber Security Awareness Conference *Kids Safe Online*

Cyber Citizens of the World Wide Web, A play about cyber security written by Angela Kariotis, Plays for Living, Inc. ® Copyright 2006

Synopsis

Four characters, LadyPink, DRock, A1i, and MissInformation, are newly inaugurated citizens in *cyberspace*. Watch them define what it means to be a *citizen* and be part of a *community*. Travel with them as they *visit websites*, and learn as they go along. Cyberspace is just like any place in *our real world*. Our friends will *get lost*, or be in danger, or talk to someone who they *shouldn't be talking* to in cyberspace, watch them help each other get out of these potentially bad situations. They'll figure out how important *parents* are, where the magic *X* is, and that *appropriate* = *safe*.

Cyberspace is like any place, and sometimes in school, we have to deal with *bullies*. That means there are bullies in cyberspace too. We watch our travelers protect each other, and reveal some of their *honest experiences* in dealing with bullies, and some solutions to the problem, like *getting help from teachers and parents*. Our four heroes and sheroes learn *netiquette*, which includes the polite way to *write emails*, *and Instant Messages*. FYI!

Just like we need to maintain a healthy environment in our real world, we need to keep our computers healthy, so we can visit cyberspace whenever we want. Viruses make people sick. There are other kinds of *viruses* that make computers sick. *Malware* are programs that tell computers to do things like *crash*, and delete or mess up files. Our characters learn how to protect their computers from getting sick, like *not opening email* from people you don't know and not downloading attachments.

LadyPink, DRock, A1i, and MissInformation use their *voices* to tell their stories, and their *bodies* to make it come alive! They're *fun*, *smart*, *and kind*! That's what makes them upstanding citizens of cyberspace!